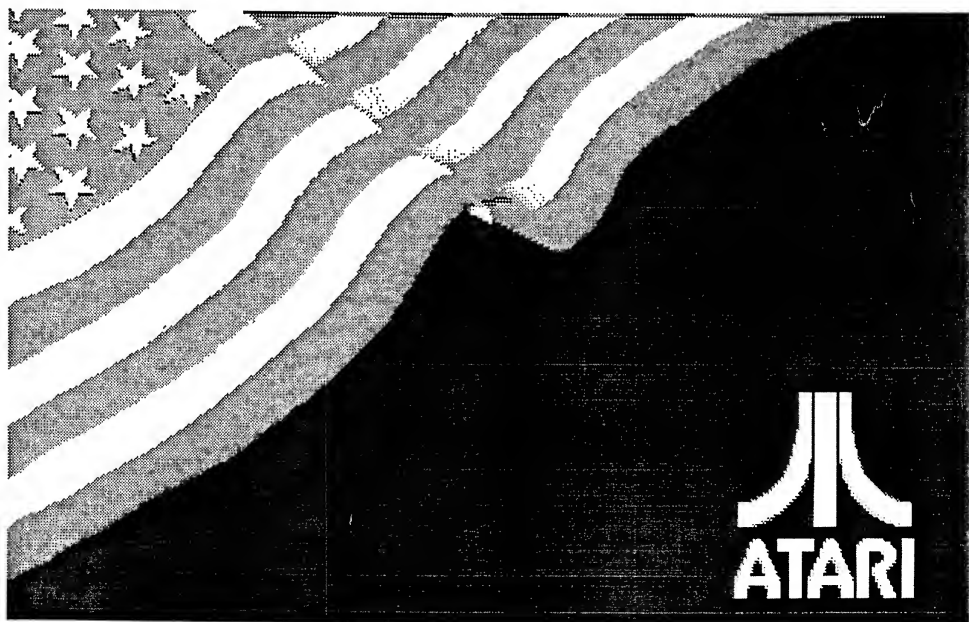


*N*<sub>orthern</sub> *O*<sub>hio</sub> *A*<sub>tari</sub> *H*<sub>elpers</sub>

# *Newsnotes*

January 1990 Issue # 3



# The Editor's Corner



Here it is the first of the new year, 1990. Seems like last year just flew by and not a lot was accomplished. Looking back on last year I had a lot of plans and ideas that I wanted to put into practice both for myself personally and for the store. At a quick glance, I didn't see much difference but after a much longer look, and a quick look at my inventory and Profit and Loss statement, I realized that many things did actually change!

For one, the store went from carrying around 50 ST titles to almost 200! That's one hell of a difference. The number of regular visitors and buyers has almost quadrupled! ST systems and all the associated accessories have almost taken over the whole store and the repair area has shrunk

almost 35 %. Repairs are still a very large part of the business, a 15 % increase over last year, just a little more crammed together.

Now, I did make some changes in the store and hopefully bought more wisely, but that couldn't have been the whole story behind the growth.

Then it hit me. Sort of like a sledge hammer. The reason the store is still around and has shown so much growth can be attributed to one major thing: YOU, my customers. As most of us have sadly come to realize, we are the only advertising that's being done for Atari and the customers of A A A Video Repair & Computers are

are some of the best advertising experts in the business! Without your word of mouth and loyalty to the store it would have, like any other retail outlet, ceased to exist.

It is with that in mind that I realized that one of the best things that happened in 1989 is that I got to meet all of you and we were able to support a piece of equipment we truly believe in. It is because of this fortitude that Atari is and will continue to grow, despite itself.

1989, it really was a good year and would be as long as I could say that I could call at least some of you friends.....

Your mushy Editor

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All efforts have been made to present totally accurate information in this newsletter. We assume no responsibility for the actions resulting from someone acting upon any suggestions presented herein.

# Kelsey's Korner

## Beach Volley

Sick and tired of the cold? Wanna head out to the beach and catch some rays? Check out the women in bikinis? Play some smashin' beach volleyball? Well, since most of us can't take a vacation, **Ocean** has come up with a new game for all of us volleyball players. It's called *Beach Volley* and as a player, I would have to say the game play on it is

superb. Just as in beach volleyball, you control a two man team trying to score seven points before your opponent does. But, **Ocean** has added a couple of twists to it. You only have five minutes per game and you must have scored seven points in order to win. Even if after five minutes you are winning six to four, you still loose. You must have seven points. This game travels all over the world starting from London, to New York, even to Sidney Australia! The competition is tough, so be prepared to really work for those seven points. The graphics are excellent and as I said the game play is on the money. It takes a little getting used to at first, but once you do, you'll be smashing those spikes and slamming the serves. All of the

features have been added to the game, jump serves, spikes, blocking, diving for those long shots, and even the bikini clad women who sit along the side lines and watch! Even if you're not into volleyball that much, I personally think you would really enjoy this game. Other than the non-digitized music, **Ocean** did a great job on this one! I would also like to extend a personal thanks to a certain someone who gave me this game for Christmas because he knew how much I like playing volleyball.

Thank you!

Dale Kelsey

Next Month: Iron Lord. Check this one out! Worth the look sec.

## CHAOS STRIKES BACK

(and so does FTL)

review by:

Rick Gridley

The four had answered the summons of Theron. The Grey Lord was in need, but of what? Had they not defeated the dark one, Lord Chaos many moons ago? What power or force could cause the Grey Lord to be in need of the four? Could it be? Chaos was not defeated and spent the years planning his revenge. A secret dungeon where his plans to rule the world could be brought forth.....

So begins the sequel to FTL's Dungeonmaster, the best selling ST program of all time. Once again your party of up to four characters must solve the mysteries of a deep dark dungeon and save the world from Chaos.

One need not have played or own DungeonMaster to play Chaos Strikes Back, but I recommend that you do play DM to get full

enjoyment from this game. You will need the spells from DungeonMaster to make any sort of progress in the game. These can be downloaded or gotten from DungeonMaster hint books.

The game includes a hint oracle to provide clues on tough areas (mainly the whole dungeon!) This is a tough game.

The graphics and interface are identical to DungeonMaster. There are many familiar monsters and some new ones. The monsters are smarter this time. No longer do they stay under closing doors and the old DungeonMaster "two step" is not as effective as the monsters turn towards you much faster.

The object of the game is to find four pieces of Corbum ore that lie at the end of four long and vicious mazes. These mazes have many false walls and invisible halls. As you

find different items, certain areas of the dungeon open and others close. The maze is in constant change.

Also most items are placed at random so the piece of armor or neat weapon that you find at one place will not necessarily be at the same place to found by a friend playing the game. Eventually though, you will start getting some idea of the layout of the dungeon. Just when you seem to be walking in endless circles, another section will be found and new problems encountered.

You start the game naked and weaponless in a dark room, surrounded by those big worms from DM. I will give only two hints for starters. Try putting a torch in the wall holder to open a second passageway and look for the secret hallway with a complete set of armor in the beginning room.

This is one game that Dungeon & Dragon types will not want to miss, but expect to miss some sleep

**Rick Gridley**

# DTP Corner

## PUBLISHING POINTERS

Number 1:

Blood, Sweat, and Smears (or: How I Got Started in Atari DTP)

January 19, 1990, by Kevin Steele. All Rights Reserved.

Okay, so I finally did it—I quit my job and went Freelance on a full-time basis. This step was similar to stepping out of a 17th-story window on the assumption that someone below will just happen have a safety net in their pocket, ready and eager to save your stupid skin. My previous jobs, namely that of Documentation Specialist and Technical Editor, had already introduced me to the wonderful world of publishing, and all of the erratic rules thereof. I was prepared for any potential publishing problem thrown my way, my head swelling with terms like 'pica,' 'keyline,' 'repro,' and 'kerning.'

What I was not prepared for were things like project proposals, quarterly estimated taxes, and devious little things called 'penalty clauses' hidden deep within contracts. Well, to make things short, I managed to live through the experience, but after the smoke cleared, the problem still remained of how to equip my new 'Home Office' (actually, the second bedroom in my apartment) with all the necessary high-tech goodies and still somehow manage to eat on a semi-regular basis.

Step one was buying a computer. I was once given some very good advice on buying a computer: first, figure out what it is you want to do with a computer, then find the software that will let you do what it is you want to do, then find the computer that runs the software that lets you do what you want to do. Quite a mouthful, but good advice nonetheless. When the time came to equip my home office with a computer, I took that maxim to heart. As a writer, I wanted a 'friendly' computer to primarily use for writing and desktop publishing—so I wanted a Macintosh, right?

Wrong. My specialty is technical writing, and I had been trained on Ventura Publisher, which is a wonderful system for long documents. Okay, then, should I buy an IBM? I couldn't bring myself to buy one—I hated to have to give up all those wonderful Mac programs that have made it the top contender in the desktop publishing market. Should I buy both? This was completely out of the question, as I was on a very, very tight budget, and couldn't even afford to buy a basic Mac system, let alone both a Mac and an IBM computer. My solution? I bought an Atari Mega ST.

To someone unfamiliar with the Atari ST, this step would have seemed like buying a Yugo because you couldn't decide between a Ferrari or a Porsche. Luckily, I knew better. Like the Volkswagen GTI, the ST packs a lot of power under an unassuming front. I bought the ST primarily because of the emulators available, as I had serious plans on using IBM and Macintosh software for business, and maybe, just maybe, using the computer in standard ST mode to play a few games. As of this date, I have yet to use an emulator for any serious business application.

The reason I have sorely neglected my emulators is that the ST has met all of my writing and desktop publishing needs, and at a very reasonable cost. Sure, I could have gone out and bought Ventura Publisher, but why bother when an ST program like PageStream or Calamus meets my needs for \$500-900 less? Like a bargain-hunter gone mad, I have found myself drawn again and again back to ST software over equivalent Mac and IBM software. The best part is, that quite often the ST version of a software package has features superior to the corresponding IBM or Mac version.

For instance, take WordPerfect on the ST. It includes such 'revolutionary' features as drop-down menus, mouse control, and re-sizable windows. The latest version of WordPerfect on the IBM, namely 5.1, has just now added mouse-controlled menus, and it still doesn't offer the same versatility with windows as the ST version. Another desktop publishing package that has superior features to the corresponding IBM or Mac counterpart is PageStream. With PageStream, you can rotate text and graphics, work on up to six documents at the same time, and produce color separations with crop marks. You can do none of these with PageMaker. With impressive ST packages such as these, I have had no need to buy the pricier, less-powerful IBM or Mac equivalent.

Since starting my writing career, my ST has been used to write manuals, articles, and stories; produce technical diagrams and track invoices; and kill a few Dungeon Master baddies now and then (hey, all work and no play...). In all of these endeavors, I have managed to gain a detailed, nay, an intimate relationship with my software packages, and all of their associated bugs. Normally, a bug is nothing more than a minor annoyance. However, when your livelihood depends on your computer, each bug suddenly manages to become a deep personal crisis. There's nothing like seeing two hours of work go 'poof!' the night before a project is due to help speed up the balding process, let me tell you from personal experience.

Well, I hope that this article has helped to provide you with the 'big picture' on my background, and how I got started in the fun-filled world of Atari DTP. This is hopefully to be the first in a series of articles on using the Atari ST for desktop publishing. In the future, I'll try to cover such subjects as publishing terminology, the basic rules for layout, and that first visit to the printer. Next time, I'll show you how you can determine what your desktop publishing needs are, and share some advice on how to choose the hardware and software for your ST that best matches those needs.

### What can I do to Support the ST?

Well, most of us want to help support our computer but don't really know what to do. One simple way is to make sure you send in your Warranty Cards. I know most people do it for expensive hardware, but what about the little pieces of software? It may sound stupid but every time you send in a card you let the programmers know you **BOUGHT** it and want more! Let them know how good or bad the program (or anything) is. The more feedback the programmers get, the more they will be willing to put out! Also, sending in the card lets the company know who to send product updates and new product information too. Remember, don't just leave the card in the package. *send it in!*

... Archer



## SYSOPS & BBS's

This month I would like to talk a little about Bulletin Boards and their sysops. I know this probably seems like a strange topic to write about, but I am sure most of you have not seen the "other" side of a one.

When I first decided to put a board up I thought it would be no problem. Just whip it up in a couple of minutes and it would be done. Yeah, right. It doesn't quite work that way. There is a lot of work that has to go into it!

First you have to decide how many message bases and download sigs you are going to have, then you have to create them. Which with some programs, can take a while. Once that is done, you have to configure your system so it knows where all the message bases are and the folder names of each download sig. You also have to set up your userlog and tell the system which drive and folder it is located on. With some BBS programs you even have to build a little file to initialize the modem when it boots. Otherwise it will not answer when someone calls. You might even have to do the same for when a caller logs off or else the modem might not reset itself.

Then comes the fun part, all the screens. Just think of all the sections you can enter on any BBS and then figure that the sysop had to make up each and every one of those screens! Most of them from scratch! This has got to be the biggest pain in the butt of all. But it's definately the most important because everyone wants to have a different look or theme to their board. This is what sells your board and that will usually get you more callers.

Ok. Now let's say you have all of that set up. The board looks great, all of your message bases are in place, initialized, and ready to go. The folders for the file sigs are set up, but they are empty. Now you have to go through all of those disks you have sitting around and find some files to put up. (This could take days if you get picky about it) Are we done yet??? No, not yet. Now we have to put some games up for the callers to play. It seems like every BBS has a few games on it, so if you want to be competitive you'll have to throw a few up too. Since it takes special types of games to run over a BBS, you'll have to make a few phone calls to get some. Not every BBS has these available for download to everyone, so you will either have to bribe another sysop or call a support board like ICD (Which is in Illinois) to get any. Well, let me tell you something. These games have been passed through fifty million hands by the time you get it, and everyone who has gotten a hold of it has modified that sucker in one way or another. So now you have to play around with it for what seems like days, and might turn out to be that long, just to get it to work right. Let's just say that you finally got two or three games up and running and have decided that a couple is better than none.

What to do next? Put the board up! Great! Now you had better have called the phone company and had a separate phone line put in already or you can bet it will be another two weeks or so before that will happen. Not to mention the cost of a phone line these days. But



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just to keep you from pulling your hair out, we will imagine that you already have had the line installed. Well, you had better start calling some boards and posting the number around. This can begin to get a little expensive too.

Just sit back now and and wait for the callers to start pouring in. After about two days, you will start making up excuses like, 'The number hasn't gotten around yet.' or 'People probably havn't seen the messages yet'.

Then it happens. You get your first caller. After watching this person look around the board for a little while you begin to notice that the message bases are pretty empty and more than likely this person isn't going to start up a brand new conversation, so he doesn't post. Then as he is going through the download section you think to yourself, 'geez, I probably got all of those files off the same board that he got the number off of.', so he doesn't download anything. And since he's a new caller, he probably won't upload either.

Next, he tries to go into the game section. OOPS! Forgot to give him access to that one. Now you have to go into chat and tell him to hold on while you validate him. Meanwhile you're feeling pretty stupid. Then once you have him validated, he just goes in and sees that you have the same games as Joes BBS down the street and doesn't even bother to play any of them!

Well, to keep a long story short, I'll cut this off here.

I'm not trying to discourage anyone from putting a BBS up. I just want you to think about this kind of stuff the next time you call a board and see that the sysop hasn't returned a message from three days ago. Being a sysop is not easy and it sure works on the nerves for the first couple of months. So, get out there and support the guys who have really put an effort into providing you with a places to call. They all deserve it!!

Thanks!!

Dale Kelsey

SysOp: Kelsey's Pub

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January 17, 1989

Well. The last meeting was a little disappointing attendance wise but the users that did show up were a good mix of old and new people. We had a visitor from the Akron Atari Users Group and also some new Atari ST owners. A lot of talk was directed toward getting the attention of more users and improving attendance. Plans were made for the next few meetings and some great ideas came to the surface. This month's meeting will feature Cliff Scott giving a MIDI demonstration. Cliff plays out professionally with his many keyboards and modules and has it all networked with his Atari ST. When someone who makes his living with music and computers chooses the ST, you must admit that Atari has to be the better machine. I have seen Cliff play out at various nite clubs and his music, both style and performance, make for an enjoyable experience. It still amazes me how one piece of equipment, a keyboard, can sound like an entire or-

## User Group NewsNotes

chestra. By the time you've read this newsletter you will have heard him and I am sure you will agree. Hopefully we can convince him to be a contributing writer to this newsletter.

Thanks this month go out to Rick Gridley, Dale Kelsey, Tom Hartwick, Kevin Steele and Gary Turton for their articles..

Next month will see the arrival of Kevin Steele as a contributing editor. (congrats on the house).

Look for this newsletter on GENie, Compuserve, FreeNet, Nerd BBS, Kelsey's Pub and The Keep.

*Till Next Month..... The Ed.*

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# Tips

- n -

# Tricks

## CX22 TRAKBALL MOD FOR THE ST

A "You -Build-It" Project!

By D. E. Wenzelburger, S\*P\*A\*C\*E\* (Seattle • Puget • Sound • Atari • Computer • Enthusiasts)

Brought to you by: R. K. Deen, S.P.A.C.E. (Southcentral Pennsylvania Atari Computer Enthusiasts)

A while back, after fighting for space on my desk for my mouse, I thought that a trackball, under some conditions would be nicer to use. Until Atari Trek I was unsure of which model to use. There I found that an STDIO member had a working setup using the Atari model CX22. The following is a quick (and probably not the only) method to modify the Atari trakball for use on an ST computer.

First a list of parts and equipment needed:

(1) CX22 Trakball (2) Atari Joystick Extender cable (9 wire) (3) 2 feet of approx. 24 or 26 gauge hook-up wire (4) Soldering iron and solder (5) Phillips screwdriver (6) Wire cutter (7) Ohmmeter (if possible to double check all connections)

And now on with the show. The purpose of the joystick extender cable is that the existing cable does not contain enough leads, so we have to replace it. The new cable may be a bit longer than you'd like, I'll leave that up to you. The easiest way to tell you which end to cut off is to plug one end into your ST (turned off of course!!!) and cut the free end. It's also the male end that gets cut.

Next unscrew the four screws on the bottom of the CX22, and carefully pull the two halves apart. (Warning, these are sometimes pretty stiff.) Remove the plug from the circuit board.

Also, remove the ball and put it in a safe place. Next, remove the two spinner shafts and set aside in a safe place. Unscrew the screws on the circuit board and remove it. Be careful not to break the small plastic prong on the lower left hand side of the board. (The top half of the board is the side towards the incoming cable - from the ST.)

See figures 1 & 2 (see the file CX22FIGS.P12). Carefully cut the foil traces as shown in Figures 1 & 2. Figure 1 shows the foil traces running from the chip marked A5 to the chip marked A4 on the topside of the circuit board. Figure 2 shows the underside of the circuit board and shows the bottom of the chip marked A5 looking straight at it as it appears from the underside. Using Table 1, connect the Test Points (TP) shown with the hook-up wire. Some desoldering may need to be done prior to this step at the TP points.

Reinstall the circuit board and screws in its original position.

To be on the safe side, it's a good idea to check out the new cord. I wouldn't trust all companies to use the same color coded wires in their cables (although they should). Use Table 2 and

Figure 3 to verify that your cable is the same as mine.

Now back to the trakball case. Remove all of the red wire from the trigger buttons.

Next, carefully strip pull the black leads on P1. They and their contact should pull from the plug. Cut off the black wire going to the old cable.

The next step is going to tricky. I was able to pull the rest of the wires out of P1 without damaging it. If all else fails you can always solder the cable directly to J1.

Carefully strip off enough covering on the new joystick cable so that the wires can reach the trigger switches.

Next, I applied enough plastic tape around the end of the cable so that when the cover is on there is enough resistance the cable will not pull out.

Per Table 3, connect the new joystick cable. I reused the old plug by cutting some of the plastic dividers down to get a soldering iron onto the connection. Reconnect the plug, replace the shafts and ball, and put the cover back on. Make sure not to accidentally pull up any of your connections.

The switch on the left hand side must be in the JOYSTICK position for this modification to work. If for some reason it fails to work, carefully recheck the trace cuttings and your P1 connector wiring.

TABLE 1

TP1 to TP9  
TP2 to TP12  
TP3 to TP11  
TP4 to TP10

TABLE 2

1. WHITE 6. ORANGE  
2. BLUE 7. RED  
3. GREEN 8. BLACK  
4. BROWN 9. YELLOW  
5. GRAY

TABLE 3

BLACK Gnd J1-1 (Solder to contact with other BLACK wire) RED +5V J1-2 GREEN XA J1-3 BROWN XB J1-4 WHITE YB J1-5 BLUE YA J1-6 ORANGE L. Button (where RED was on left trigger switch) YELLOW R. Button (where RED was on right trigger switch)

ADDENDUM 1 (to CX22 Trakball Mod) by R. K. Deen (S.P.A.C.E.) (Southcentral Pennsylvania Atari Computer Enthusiasts)

revised/updated February 18, 1989

I have typed this article and uploaded it to GENIE in the hopes that other Atari Enthusiasts will find it beneficial. I ask for no contributions other than giving credit where credit is due. I would like to thank Puget Sound Atari News newsletter for publishing this article in the first place (September 1987 edition). I plan to include this article in a future edition of SPACE Probes (the newsletter for SPACE - Southcentral Pa. ACE.) Feel free to give this file and all accompanying files to anyone interested.

Some points to clarify in the article. I was not positive what the author meant by P1, however I believe P1 to be the blue connector which connects to J1.



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- Red Heat
- Airborne Ranger
- MicroProse Soccer
- Kennedy Approach
- Running Man
- Thunderbirds
- Silkworm
- STOS Sprites 600
- Bad Dudes vs. Dragon Ninjas
- Sleeping Gods Lie

# Tips

- n -

# Tricks

I picked up the Atari Joystick extender cable from MCM Electronics, 2582 East River Road, Morame, OH 45439. They have a Toll free order line (1-800-543-4330 USA, 1-800-762-4315 OH), and are very prompt with delivering your order. You can call the above numbers to receive a free catalog. The part/catalog number for the extender cable is 83-385. The price was \$2.40 (as of 2/15/89). This cable is very nice and even has a molded plastic piece which fits nicely in the Trakball case to keep the cable from slipping out. You could also use an old joystick cable and just cut the end off as described in the above article.

## Figures for Modification to Atari CX22 Trakball for ST

FIGURE 1

Top of board

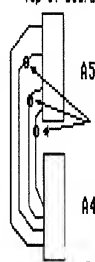


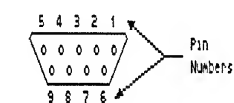
FIGURE 2

Bottom of board



"H" = cut foil trace here.

FIGURE 3



A5/A4 Chips on circuit board

J1 Connector on circuit board

Joystick Pinouts looking into plug, if ohmmeter prongs won't go into plug stick paper clip prong in plug hole and touch ohmmeter prong to clip.

I used wire that was heavier than 24 or 26 gauge. You can get away with this, but the lighter weight wire makes it nicer for making the connections. By desoldering the TP points, the 24/26 gauge wire would slip right in the hole and soldering on the back side of the board. (In other words, the soldering job would be much easier.)

I did away with P1 (the blue connector) and just soldered the wire to the pins coming out of J1. Just be careful not to allow the soldered wire to touch each other. After I soldered this step, I used the ohmmeter to check all circuits for continuity. Making sure that I didn't get continuity through two lines at one point.

Some of the needed material could have been picked up at Radio Shack, but when I asked for an Atari Joystick extender cable and the clerk said they "only carry stuff for real computers". I calmly explained that the Atari is a real computer and walked out.

TABLE 3 did not tell me what to do with the GRAY cable, so I just twisted it around a post inside the case and left

it at that. Evidently, it is not needed.

D. E. Wenzelburger and R. K. Deen make no guarantees that this modification will work for you. You are responsible and liable for your own actions. However, if you carefully follow the above directions, are competent with electronics, and use common sense you should have no problems making this modification. Remember though that by making this modification you may be voiding your warranty on the trakball.

I was able to complete the project in under two hours. Take your time and Good Luck!

CX22MOD.ARC Contains three files (including this one) which relate to modifying the Atari CX22 Trakball to operate properly work on an ST. The modified Trakball has been used and tested on a 1040 ST with no problems. Various pieces of hardware are needed to properly make the modification. These are explained more thoroughly in the file CX22MOD.DOC.

CX22MOD.ARC contains the following files:

CX22MOD.DOC 32.066 February 18, 1989 4:41 pm

CX22FIGS.PI2 7.613 February 18, 1989 5:06 pm

README.IST 1.085 February 18, 1989 9:23 pm

.PI2 is a medium resolution DEGAS picture, and will need DEGAS, DEGAS ELITE, PICSWITCH7, or another appropriate picture file viewer. CX22MOD.DOC is an ASCII file with the detailed modification information. If you have any questions, I can be reached at RDEEN on GEnie, or (717)238-3528 after 4:30 PM EST. Good Luck!

# Video Repair & Computers™

## Hardware

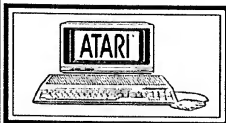
Panasonic KX-P1180	\$ 199.95
Supra 2400 Modem	\$ 144.95
Best Mouse	\$ 44.95
Tweety Board	\$ 49.95
Indus 3.5" Drive	\$ 179.95
Magnavox 8CM515	
Color Monitor	\$ 299.95
1040ST Color System	\$ 999.95

## Accessories

Sony Bulk 3.5" Disks	\$ .99
Mouse Mats	\$ 7.99
Joysticks from....	\$ 6.99
Joystick Ext. Cables	\$ 6.99
Repl. Mouse Parts	various
I/O Plugs and Jacks	various
Dust Covers	\$ 9.95
Printer Cables	various

## Game Specials

Story So Far	\$ 32.95
Premier Collection	\$ 42.95
Super Quintet	\$ 42.95
Star Wars Trilogy	\$ 44.95
Winners	\$ 44.95



## ST

## Magazines

ST-Format w/Disk	\$ 9.95
ST Action	\$ 7.95
ST User w/Disk	\$ 9.95
ST World	\$ 7.95
Current Notes	\$ 3.50

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## Extended Format Specifications

Sectors Per Track	9	10	11
80Tracks	726K(357K)	809K(400K)	891K(441K)
81Tracks	737K(363K)	820K(405K)	903K(446K)
82Tracks	746K(368K)	830K(410K)	914K(452K)
83Tracks	755K(372K)	840K(415K)	925K(457K)
84Tracks	764K(377K)	850K(420K)	936K(463K)
85Tracks	774K(381K)	861K(425K)	948K(468K)

(Figures for single sided storage are in parenthesis)

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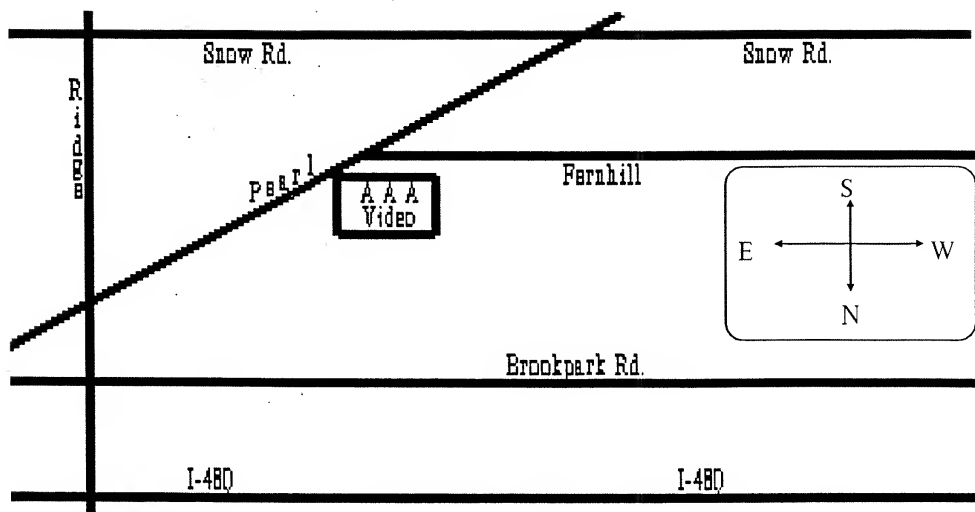
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